

# INDIANA JONES

and the

## TEMPLE OF DOOM



A T A R I   S Y S T E M   I

First a blockbuster movie . . . now a sensational new video game.

If adventure has a name, it must be INDIANA JONES®. If profit has a name, it has to be Atan.

# SYSTEM 1



## More new features:

- First System 1 game to use speech capability to talk to players
- Theme music and sound effects from the movie add to the realism
- Wide variety of action settings provide unlimited depth of play, more replay challenge
- New multiple coinage options. Eight different operator-selectable starting lives including 1 coin for 3 lives or 2 coins for 7 lives
- New auto High Score Table reset. Game automatically resets every 2000 plays to insure ongoing challenge
- New multiple Bonus Life options. Operators can adjust seven "Life" conditions for every 20, 30 or 40,000 points or sequentially increasing from 10, 20, 30 or 50,000 points
- New Bonus Life award limit. Operators can limit the total number of extra lives in any one game to 5, 6, 7, or 8.
- Player can select Easy, Medium or Hard. Each offers new adventures and challenges
- Comprehensive coin accounting and statistics package in self-test

The player takes the role of INDIANA JONES® in this quest to recover the sacred SANKARA STONE® that once protected MYSORE®, a remote village in India. He must also free the children from MYSORE, now who have been enslaved in the evil THUGGEES' PALACE.

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The palace is the secret worship grounds for the thuggee's death cult. MYSORE, the ruthless High Priest has forced the village children to dig in the thuggee mines for precious gems and the other missing SANKARA STONES.

**Wave 1.** The player controls IYOR in the mine caverns, a labyrinth of narrow passages, ladders, chutes and conveyor belts. IYOR must free the children along the way and escape the pursuing THUGGEES' QUAKERS.

**Wave 2.** Upon reaching the tunnel entrance, IYOR notes a mine cart still trying to escape thuggee quakers and avoid derailing on the unpredictable tracks. In the higher levels of this wave, IYOR must watch out for missing rails, jumps, giant bats and a THUGGEES' GIANT.

**Wave 3.** In the TEMPLE OF DOOM, IYOR must reach the SANKARA STONE which is placed in front of the statue of KALI®, the four-armed goddess of death. Once the stone is retrieved, IYOR exits into the mine caverns. The action continues until IYOR recovers 3 stones.

IYOR is then faced with escaping over a perilous rope bridge. A "bonus round" is awarded if the escape is successful.



Available in  
Game 10 or  
in whole System 1  
cabinet  
configuration